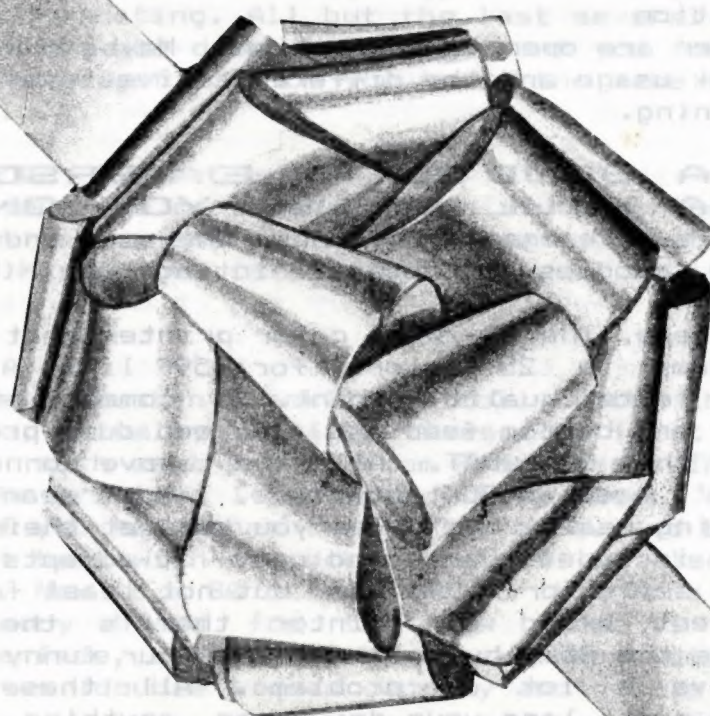## ** NEXT MEETING **

SATURDAY, December 17th — 2PM

ARMBRUSTER SCHOOL — GREENDALE

MERRY CHRISTMAS and

A VERY HAPPY NEW YEAR

MILWAUKEE AREA ATARI USERS CLUB
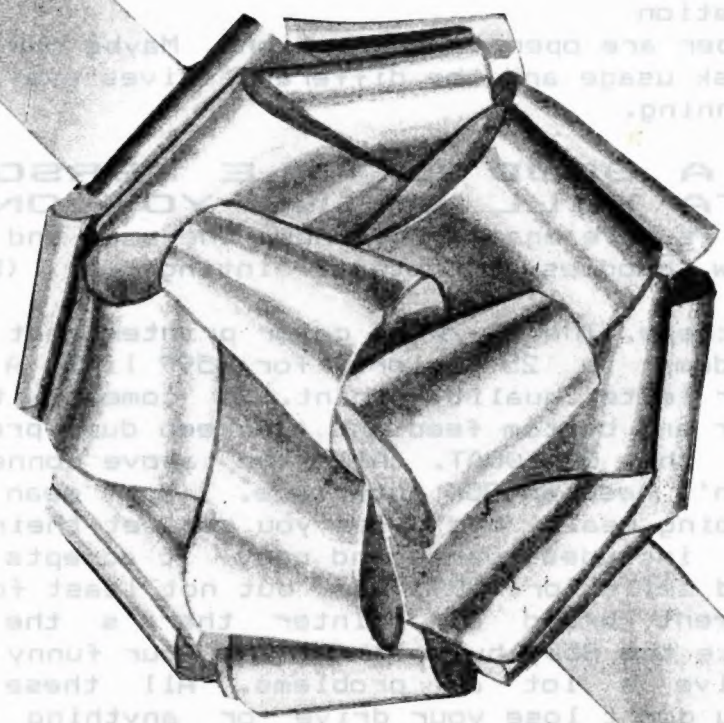
MILATARI NEWSLETTER

Volume 3 Number 1
December 1983
Price $1.00

** NEXT MEETING **

SATURDAY, December 17th — 2PM

ARMBRUSTER SCHOOL — GREENDALE

MERRY CHRISTMAS and

A VERY HAPPY NEW YEAR

one would like to do a demo, once they've mastered the procedure.

Want to do word processing on an 80 col. screen like the big kids? Well an Austin Franklin board with LJK's Letter Perfect would make a pretty good combo. You could expand your use of the board with the new SYN-APPS line from Synapse, a light pen from Tech Sketch, the ATR-8000, one of three terminal programs available or any of the new software now being developed for it.

Have any young children around the house? Well Atari has released three new educational programs. They were developed with Children's Computer Workshop and feature Sesame Street charactors. The three are geared for pre-schoolers and list at $30.45. Each one has 10 to 12 levels of difficulty and are designed to build skills in letter and number recognition, as well as other reading and writing skills.

Modems, disk drives, touch tablets, joy sticks and computers themselves. The list goes on and on, but I won't. (Allright, who said "wanna bet")

CLASS, TAKE OUT YOUR BOOKS AND TURN TO PAGE 99....

Really!! Take out your Dec. issue of ANTIC and turn to page 99. This months public domain program is Worm Squirm. Now look at the authors name. Today's question is: "why does this name look familiar?" Answer: John Gunther is one of our very own members. CONGRATULATIONS JOHN!! John has updated this program since it was submitted and the new version will be in the clubs library this month. While I've got your attention I'd like to mention something John's wife Debbie has worked up. It's a catalog of the disk library. It gives the title, type, disk #, load type, required equipment, source and a rating. All but the last several disks are included and I for one think she deserves a big thank you from ALL of us. THANKS DEBBIE!! Now if we could get some of you to do the same for the commercial software you have......

SEEK AND YE SHALL FIND

Don Wilcox needs your old cartridges, even if the chips are bad. What he's really interested in is the boards. If you have any that you want to get rid of give Don a call. His number is 228-1650. Oh yea, he is willing to pay for them.

FREE FIX

If any of you have an Austin Franklin 80 col. system there is a free fix being offered to you, actually two free fixes. The first allows you to use a passive light pen such as the ones from Programmers Institute. The second fix is for one of the problems I mentioned in my second review, and that was low video output. If you send them the cable, cart. and board they will fix it up and send it back with new documentation. AF also mentioned some new and future products. New is a 80 col. board for the XL's that should be out in January. A memory board for the new line is planned as are a parallel/serial interface, a modem card and a floppy disk controller that uses standard drives (double & quad density and double sided). That's what they say.

ZZZZAAPPPP

If you're handy with a soldering iron and would like to protect your equipment form lightning strikes, power surges and those type of nasties, see the December Issue of Byte mag.-Pg. 36. It tells you how to protect your computer from this type of danger. All it costs is about $5 and a little of your time. But it can save you a lot of money if lightning should strike nearby.

FROM THE WARM PROMISE OF SUMMER TO THE COLD REALITY OF WINTER

I looked and looked and couldn't find one. That sums up the hunt for a live, for sale 800XL. There aren't any around here now (Dec.3rd) and if they arrive before the end of the year it will be in small numbers. With a $40 price raise already announced for Jan. 1 the scarcity of these units is a little suspicious. The timing of the announcement of the raise (comming on the heels of the PC Jr. intro) was bad enough. But this? Atari is not alone in this as Coleco also raised thier prices for a system that is in very limited supply and not too good of a working order. If anybody thought Atari was in bad shape (management wise) look at a column by Dan Dorfman in the Dec. 2nd Milw. Journal bussiness section. No wonder people in the industry smiled, some even laughed, when Coleco announced the Adam. The raises do look like an attempt to make people think that these systems are better because it costs more than the other guys. I mean if IBM can charge THAT much for theirs, why can't we get more for ours? I can see a new era in consumer computers comming, that of charge as much as we can. After all Big Blue supported that thinking in the mainframe and mini area for years and everyone else went along with it. There is another danger in following IBM's thought process. IBM will never be accused of being daring, innovative or (heaven forbid they should ever be) exciting. Don't misunderstand me, they make good, reliable products. They didn't get that BIG making junk. But they're too big to take a chance on an innovative "new" computer, only to have it fail and have thier stockholders lose the faith. Don't take this as sour grapes but more of a statement of concern about the future of the Atari computers. The 800 was the most daring, innovative system at the time of it's introduction. And until Commodore cloned it into the 64, it was the only one with those many features. To see it mismarketed, manhandled and verbally abused all these years is sad. But to see Atari squander a golden opportunity to regain thier position as the #1 home computer is frustrating. Almost like being a Green Bay Packer fan.

RUMORS CONFIRMED

Warner Com. has recieved a lot of offers lately for it's Atari division. One of those making an offer was (taa-ta-da-daaa) Nolan Bushnell. I guess with Chuckie Cheese and Androbot losing money he's looking for a way to make some big bucks, fast.

The 1400 and 1450 have been delayed until a "future date". More than likely until Atari sees how the PC Jr. is selling. Then they might just run scared and cancel those two and position themselves as a mid-priced machine with the 600 and 800. If you're finding it hard to follow Atari's reasoning lately don't feel alone. Half the "industry" is with you. The others are making sales (money) at Atari's expense.

MILATARI * * * DECEMBER 1983

IT FINALLY ARRIVED!

No not an 800XL, but the long awaited Video Visit from Atari's User Group Support office. After having been told well over a year (almost TWO) ago that we were on the list the tape finally arrived. Those of you who were at the last meeting got to see it. The tape had Chris Crawford explaining player missile graphics while dressed as all manner of chips. All in all it was quite good. Sorry there was no advance notice but I got it about a week before the meeting (after the NL was sent) and they wanted it back as soon as possible.

GEE, THANKS

We'd like to thank Bruce Chandler for the excellent demo on the Turbo Drive upgrade for the 810 disk drive. Good job!

We should also thank the people at Coin Controls Inc. of Elk Grove for donating a Competition Pro Joystick to the club's system. It's a well made stick with two large fire buttons for right or left handed use and a five foot cord. If your looking for more sticks for your system look it over a the next meeting.

TO YOU ALL

As 1983 draws to a close and the holidays approach I'd like to take this opportunity to wish all of you a most happy holiday season.

- -

December Meeting Adgenda

1:00 - 1:30PM   Officers meeting

2:00 - 3:00PM   BASIC class

2:00 - 3:00PM   Workshop

2:30 - 3:30PM   Technical Session - Open forum to discuss software
                 and hardware questions with
                 other users.

3:30 - 4:15PM   Business meeting

4:30 - 5:15PM   Demostration

The kids korner will be open from 2:00 - 5:00PM
Libraries open at 2:00PM - closed during business meeting.

- -

ATTENTION - - - - ATTENTION

SIGN UP FOR 6502 ASSEMBLER CLASSES!

Erik Hanson will be teaching 6502 assembler launguage programming on the ATARI computer. Classes will begin in February. Please sign up at the December meeting or call Erik at 252-3146.

SEEK and FIND

Like a foreign Language, computerese can be overwhelming to the uninitiated. But help is on the way in the form of dictionaries. The 624 page "Computer Dictionary" is considered the bible of computer folk.

But even titles of computer dictionaries can be deceiving. "The Hacker's Dictionary" does not tell you what a hook or a slice on the golf course is. Its contents are spewed from a computer and sends out words like "frobnicate" (to manipulate or adjust) and "crufty" (poorly built, possibly overly complex). These are terms favored by computer freaks, engineers and "hackers", defined as "persons who enjoy learning the details of programming systems" as compared to most "users", a hacker's pejorative description of people who "prefer to learn only the minimum necessary."

None of this gibberish will help you in the "real world," defined by hackers as "the location of non-programming" and "a universe in which the standard dress is coat and tie." But this glossary is intended to serve the beginner.

BIT - The basic unit of computer memory. An abbreviation for binary digit, the term refers to a single digit of a binary number - a '0' or '1' - which is the smallest unit of information recognized by a computer. For example, the binary number 101, is composed of three bits.

BUG - A program defect or error that causes the computer to operate incorrectly or not at all

BYTE - A group of eight bits, usually treated as a unit. One byte can store one unit of information. Memory capacity of a computer is measured in bytes.

CASSETTE - A standard tape cassette, an inexpensive way of storing programs and data.

CHIP - A single device containing many transistors and other components formed on the surface of a tiny sliver of silicon. Often used synonymously with integrated circuit.

CPU - Central Processing Unit. The heart of the computer, the CPU performs the basic arithmetic and logic functions and supervises the operation of the entire system. In a personal computer, the CPU is a microprocessor, a single integrated chip.

DISK - A flexible piece of plastic, coated with magnetic material, used to store and retrieve programs and data.

HARDWARE - All of the various mechanical and electronic components of a computer system such as the electron chip, printer, monitor, etc.

INPUT - Used as a verb, a grammatical impossibility accepted placidly by computer, this is the act of entering information into the computer.

INTERFACES - The boundary between two parts of a computer system, often consisting of pieces of electronic circuitry, that allows other devices to communicate with each other. Used as a verb, interface means to make one part of a computer system run smoothly with another.

JOYSTICK - A device or lever connected to the computer that moves objects around on the screen. Used with video games.

KILO or K - A prefix meaning 1,000. Used before the word byte to denote memory capacity. Each kilobyte is actually equal to 1,024 bytes, but K is generally used to mean about 1,000. A typical personal computer has a memory ranging between 5k and 64k.

KEYBOARD - The device used to enter information into the computer, usually consisting of a standard typewriter set of keys and computer-related keys.

MEMORY - A device or series of devices capable of storing information in the computer temporarily or permanently in the form of patterns of binary '0s' and '1s.' In many personal computers, memory can be expanded by adding hardware.

MICROPROCESSOR - A central processing unit (CPU) contained on a single chip.

MODEM - Derived from the words modulate-demodulate. A devices attached to the computer to convert the computers digital signals for transmission to other computers over telephone lines.

OUTPUT - Information or data transfered from the internal memory of the computer to some external device such as a screen or printer.

PERIPHERALS - The various pieces of a computer system that can be hooked up in different ways to the central processing unit and which form the system's input and output devices,

such as printers, disk dives, joysticks, etc.

PROGRAM - A series of instructions carried out by the computer in sequence. The program must be written in a language the computer understands.

SOFTWARE - The programs and instructions governing the operation of the computer that direct it to perform specific functions. In contrast to "hardware."

TERMINAL - A device for providing input to and output from a computer, usually consisting of a keyboard and screen together in the same box.

USER-FRIENDLY - What all computer "illiterates" hope for: a computer system that is easy and non-threatening to use and understand.

SEEK and FIND PUZZLE

THE 24 HIDDEN WORDS ARE

FROBNICATE	MICROPROCESSOR	PERIPHERALS	INTERFACE
CASSETTE	HARDWARE	JOYSTICK	KEYBOARD
SOFTWARE	TERMINAL	PROGRAM	CRUFTY
MEMORY	OUTPUT	INPUT	MODEM
BYTE	CHIP	DISK	KILO
USER	BIT	BUG	CPU

```
N F W R A E P G M Z H I A X L U T G Y S H J Q N I T A T I M
D R N I C R X J G E B Q M W G I Z L J B L Z W U F O U F J E
T X U H O V U Z W J M G J M B Q Z H B T A J P F C U C U E B
Z X B G U R X N G R T O I M S Q K B C P J B X N I A X T J K
! S R Y X Q F Z C Z B J Z R C B L A C J I S X S A A M T N A
O A F R M F Z Z Z G Y E V U Y K Y X I H Q K Y M O E N K V D
M N O B E F R O B N I C A T E U I O A T L A I P S B L S F A
T A Y Z X W C S S Z C Z O Q T S D T M C B S C D S Q U B I H
E M Q X A A X L E M S I S X E M J G J J M R Y A C P U R D J
A J O S A K R T U H U R Z N M J N O O G C O R S O M Q S U D
Q I Y D O F C S M Z K V F Y Q A C G W P H Y L C K J R Q A N
F E P N E F K X S X S A Z J P H S R Y E N Y S I S V B G I D
P A O U F M T R Y S A M T Y Q W O D W O V D I B C I N O U X
Q M K V V J O W T O B O D E B P C A G D I V R X I A T T U B
C B G J V O Z K A H D X I P E R O H R N X E Y Z Y K W T Y C
D D M R H S Z Z D R U J E S G J D Y A T W I R T T E P G R U
X V Y K Z V C X R S E R S J K I M I O E T E Q E A V U W L U
M L W N S L U F W P I O J N H H N N B R O A B S G B S T B F
L K U D E S Y C N P I R Z K P L E P N Y F O V V Y B B P M T
P M N C G X P M H H H I T G Y F T V Z N E A P O Z G H N L G Y
X Y X A W X Z E I A A X S F F P Z D O T Q N K C U P K D L Q C
P K C D P O R P H U P R Z D O T Q J I T H E Z Z T A I N L M
U U Q A L A G M L G W Y D J I T H E Z T A I N L V U M E R R
R M L A L C E Q O I R B V W Y S R W M P U H X Q K Z Q J Z R M
U N D T M T J K A G Q J L K A M K J F B N W H V U E D J N M W
Q Q J T U P N I J C S U K R I R E U L Q U Y T T T U A N M W
Y C U X E Z I V Y B W V P N Y L E P R B A X N T M E S E B U
N I K J P T I W Z E D C A O B J O I F M R F Q A O S G D W U
R R N G H Y O E X G H L X D P K K V Y K H O Y N O E A Y U L
G Q B G S T N W P D T F P Z G B P D Q S K Z M Y F F Q D F H
```

Please send your favorite list of computer associated words to the editor. Your list should contain form 10 to 25 words.

REMEMBER THE ALAMO!

The featured club newsletter this month is **(FR)ANTIC** published by th
Alamo Area Atari Users' Association located in San Antonio, Texas.
(FR)ANTIC is another exchange newsletter our club receives. This fine
newsletter along with those of many other Atari user groups from around the
world may be check out of our publications library.

The Alamo Area Atari Users' Association holds its meetings on the second
Tuesday of each month at Computer City in San Antonio, Texas. Meetings
begin at 7:30 PM. If your travel plans include a stop in that area, why not
visit our Atari friends and extend our greetings.

David Fey of Home Computer Software has written a review of the new OSS
Basic XL which is published in the December issue of **(FR)ANTIC**.

BASIC XL
by David Fey

OSS (Optimized Systems Software) has released another in it's line of super
cartridges for the Atari Home Computer. BASIC XL is a very fine implementa-
tion of BASIC (its what ATARI BASIC should have been).

BASIC XL comes on a 16K cartridge and includes two manuals in a familiar
little yellow notebook: 30 Days to understanding BASIC XL, and A Reference
Manual for BASIC XL. Although BASIC XL is a 16K cartridge, it occupies only
8K of RAM (same amount as ATARI BASIC). The cartridge retails for $99 and
is compatible with most programs written in ATARI BASIC. I tried several
public domain and commercial programs written in ATARI BASIC, and all bu
three of the programs ran (all written by the same company). I did have to
run several of the commercial programs in "slow it down" mode.

BASIC XL has several advantages over ATARI BASIC as well as the other
BASICs available on the market for the ATARI. It uses only 8K of RAM, and
does nor require a disk drive, or cassette. BASIC XL also runs faster than
ATARI BASIC unless you are in the slow mode. OSS implemented the following
enhancements to ATARI BASIC:

   (1) Strings: String Arrays, Automatic dimensioning of strings,
        and various string functions

   (2) Print Using: Allows easy formatting of floating point
        numbers (i.e. phone numbers, dollar amounts, ...)

   (3) Player-Missile: Several built in functions allow easy access
        to ATARI's player-missile graphics features

   (4) Enhanced I/O: Several routines allow you to perform more
        efficient I/O operations

   (5) DOS Commands: Several DOS commands may be entered without
        leaving BASIC; you may list what files are on the disk,
        erase and rename files, and protect and unprotect files

   (6) Break Key: The break key may function as it nominally does,
        or cause a trapable interrupt, or totally be ignored

(7)   General: Auto-line number prompting, Renumber, Formated listing, Variable Cross Reference, ATARI or ANSI standard FOR NEXT loops, 16 bit PEEK and POKE, and several other built in functions

There are very few things I found lacking in BASIC XL. OSS did not choose to implement Integer Arithmetic, Print@, or Hi-Res text manipulation. Of the three, the lack of integer arithmetic is the most disappointing; Integer arithmetic allows increased execution speed and reduction in the amount of RAM a program requires to run.

BASIC XL is a very powerful language; it is alot easier to convert programs written in MICROSOFT BASIC or programs written for other computers to BASIC XL. It allows easier implementation of game programs as well as business programs. BASIC XL sets a new standard in BASIC programming on the ATARI and I would recommend it to anyone programming or considering programming in BASIC to buy BASIC XL.

The Graphics Primer
by P.R. Serafine, O.D.

I have included a small (very small) program in ATARI BASIC for a simple GTIA Mode 11 display. Some of you may not have worked with GTIA modes as of yet, and I'm here to tell you...You Don't Know What You're Missing!

The program in listing #1 is the ATARI BASIC version, and is listed just as it is on the screen. The second listing is the OSS BASIC XL version, also listed the way it appears on the monitor! The second listing demonstrates two points with regard to BASIC XL. First, and most obvious, this new BASIC "dialect" automatically indents Program Control Commands like "FOR-NEXT" loops, or WHILE loops, rendering your programs much more readable and structured than ATARI BASIC. Second, it shows that BASIC XL can set up memory pointers much easier than ATARI BASIC.

I hope you enjoy the program, and I will also note that the BASIC XL version runs nearly twice as fast!

```
10 GRAPHICS 11                          10 Graphics 11
20 DM=PEEK(88)+256*PEEK(89)             20 Dm=Dpeek(88)
30 REM SET UP POINTER TO DISPLAY RAM    30 Rem SET UP POINTER TO DISP RAM
40 FOR C=1 TO 15                        40 For C=1 To 15
50 X=C*5.2:Y=C*12.6                      50   X=C*5.2:C*12.6
60 COLOR C                              60   Color C
70 PLOT X,Y                             70   Plot X,Y
80 DRAWTO 79-X,Y                        80   Drawto 79-X,Y
90 PLOT X,Y+2                           90   Plot X,Y+2
100 DRAWTO 79-X,Y+2                      100   Drawto 79-X,Y+2
110 NEXT C                              110   Next C
120 FOR TIMER=1 TO 1000                 120   For Timer=1 To 1000
130 NEXT TIMER                          130   Next Timer
140 FOR LOC=0 TO 7680                   140   For Loc=C To 7680
150 POKE DM+LOC,RND(0)*15               150   Poke Dm+Loc,Rnd(0)*15
160 NEXT LOC                            160   Next Loc
170 GOTO 170                            170 Goto 170
```

CRYPTO CUBE: The Family Word Puzzle
Joe Sanders - reviewer

Educators who feels software should be educational (a learning tool), informational, individually orientated must add the game Crypto Cube to their software library.

This game goes a few steps better in serving as a learning tool in the classroom. Designware calls this program a game but I view their program as an educational vocabulary builder for any area where word recognition needs to be developed.

The educator or parent using this program is provided with the necessary control over the word list that is to be displayed on the cube's surface during the playing of the game. You can create a word list or use the topics in the word lists that come with the program covering topics in the area of sailing, easy animals, writers, Latin origins, and constellations to name a few area that area presented in the program. The player is given control during the game by being able to go back and look at the lists of words in the puzzle at any time to assist in solving a word that is causing difficulty.

The game is difficult but provides hours of challenging enjoyment for small groups, or entire families (parents especially).

Pluses for this program are that it is well documented, high in educational language development, fun in offering problem solving, challenging from elementary thru college levels of abilities, easy to use and provides for keyboard use for all players.

The one criticism that should be noted is the cursor control keys. Since the only difference between the letter J and a cursor movement to the left is the CONTROL key, I found that it was easy to find myself "guessing" a letter J,K or M and losing points when I really intended on moving to another square. One way to solve this problem on the ATARI was to use the arrow keys instead of letters for cursor movement.

The evaluation of this program was a "very good" since it can improve their word skills development.

- -

NEWSLETTER INFORMATION:

This newsletter is written and printed by members of the Milwaukee Area ATARI User's Group (MILATARI), an association of individuals with a common interest in using and programming ATARI computers. MILATARI is not affiliated with the ATARI company or any other commercial organizations.

All articles are written and donated by the membership. Opinions expressed in this publication are those of the individual author and do not necessarily represent, nor reflect, the opinions of MILATARI nor those of any other commercial or non-commercial organizations. Any article appearing in this newsletter may be reproduced, providing credit is given to the author and to MILATARI.

Your contribution of articles are always welcome. You may submit your article on ATARI compatible cassette, diskette, on typewritten form, or you can arrange with the editor to download your file via a modem at either 300 or 1200 BAUD. When submitting your article on cassette or diskette, please do not include any format control codes imbedded within the text. Deadline for articles is the last day of each month for inclusion on the next issue.

Write MILATARI NEWSLETTER, P.O. Box 1191, Waukesha, WI 53187-1191 for more information.

MEMBERSHIP INFORMATION:

Membership is open to individuals and families who are interested in using and programming ATARI computers. The membership includes a subscription to this newsletter and access to the clubs cassette, diskette and publication libraries.

There are 3 classes of memberships available. Associate, Individual and Family. Associate members can attend all club functions and may withdrawal materials from the club libraries. In addition to attending club functions and checking out materials from the libraries, Individual and Family members are entitled to vote in club elections and to hold elected position in the organization. The annual membership fees are $10.00 for associate, $15.00 for individual, and $20.00 for the family membership. Members are expect to abide by the by-laws of the club. You may receive a copy of the by-laws by contacting the club secretary.

For more information on how to join MILATARI, please contact the membership committee.

MEETING INFORMATION:

MILATARI meetings are held once monthly. The meetings are currently being held at the Armbruster School, 7000 Greenway, Greenfield. (Off 68th Street, behind Southridge Shopping Center.) The date of the meeting is the third Saturday of each month. Doors are open at 2:00PM. An agenda of the next meeting can be found elsewhere in this newsletter. For more specific details on the agenda for the next scheduled meeting, please contact the Vice President.

MILATARI Officers:

President	Gary Nolan	353-9716
Vice President	Chris Stieber	529-2663
Treasurer	David Frazer	542-7242
Secretary	open	
Education Chairperson	Linda Scott	466-2314
Cassette Librarian	Ron Friedel	354-1717
Disk Librarian	Bill Lawrence	968-3082
	Carl Mielcarek	355-3539
Publication Librarian	Marcus Hagen	445-0710
Membership Committee	Dennis J. Bogie	968-9341
	Sharon Gamache	421-2887
Newsletter Editor	David Frazer	542-7242
Bulletin Board SYSOP	Pete Kurth	355-6031(BBS)

* * * * * * * * * * *

TECHNICAL SUPPORT GROUP:

The following members have indicated a willingness to assist MILATARI members with programming and other related technical problems. Please be polite and do not call these members during meal periods or at very early or very late hours.

William Lawrence	Programming	1-968-3082
Don Wilcox	Programming	228-1650
Erik Hansen	Prog/Tech	252-3146
Gary Nolan	Prog/Tech	353-9716
Steve Booth	Programming	367-8739
Nick Liberski	Prog/Tech	782-5594
David Frazer	Prog/Tech	542-7242

* * * * * * * * *

MILATARI BULLETIN BOARD:

The Milwaukee Area ATARI Users Group maintains a 24 hour bulletin board service. This board is designed for the use of our members and other ATARI users around the country. The BBS allows for upload and downloading programs and files, a public message board and club news. The board operates at 300 BAUD. The phone number is (414)355-6031.

MILATARI NEWSLETTER
P.O. Box 1191
Waukesha, Wisconsin 53187-1191

ADDRESS CORRECTION REQUESTED

FORWARDING POSTAGE GUARANTEED